
10' TO
KILL

COMPONENTS



16 CHARACTERS



8 POLICEMEN



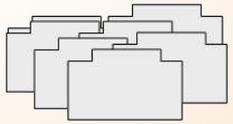
16 CHARACTER TILES



16 LOCKING CLIPS



16 LOCKING CLIPS



8 LOCKING CLIPS

16 LOCATION TILES

Unpacking : Carefully remove all characters and tiles from cardboard. Put all characters in the locking clips (white for the policemen, black for the others).

GOAL

In 10 minutes to kill, you are a hitman. Your goal is to kill 3 targets without being discovered. Each time you kill one of your targets or arrest another hitman, you earn prestige points. At the end of the game, the winner is the player with the most prestige points.

SET UP

Create a playing board with the 16 location tiles. You can organize it as you like but each tile must be adjacent to at least one other tile.

Take the 8 policemen characters and put them on the side of the board. Take the rest of the characters and place them on the board, one character per tile.

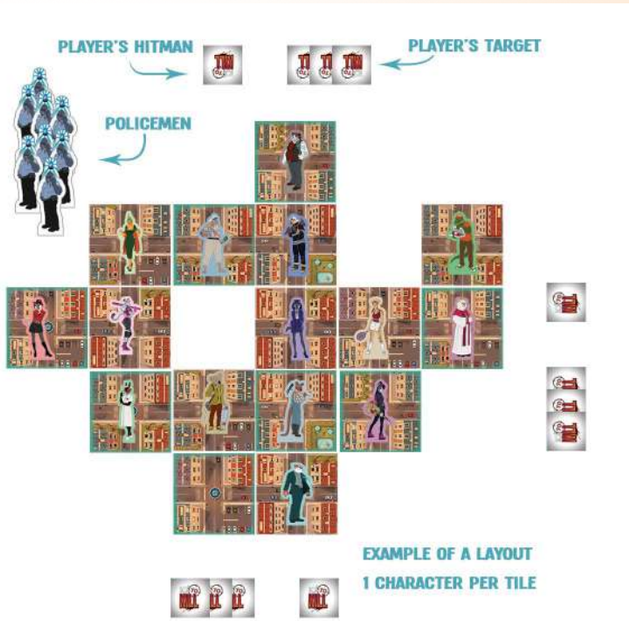
Take the character tiles, shuffle them and build a pile on the side of the board.

Each player draws a character tile from the pile. That tile indicates the player's hitman. He/she must place it on his/her right side of the board, face down.

Then, each player draws 3 more character tiles from the pile. Those tiles indicate the player's targets. He/she must place them on his/her left side of the board, face down.

Discard all the character tiles that remain to the box. They must not be revealed.

Choose a first player, for example the last person who have killed someone (a noisy neighbour, an annoying mother in law, or a really hard boss in a video game).



All character tiles must remain hidden from the other players. A player may consult his own tiles any time he/she wants.

Each character tile is unique. They represent the characters on the board. Thus, each player has a unique hitman and targets. Nobody can share the same objectives.

NB: for the entire game, a location tile is considered adjacent if it connects with at least another tile by one of its four sides. Diagonals do not count.

PLAYING THE GAME

At his/her turn, a player has 2 actions among 3:

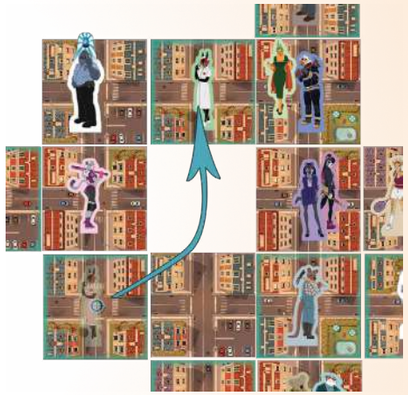
- Moving a character on the board, including policemen.
- Killing a character.
- Investigating a character's identity through a policeman.

A player can do the same action twice, but for killing. Only one kill per player and per turn is allowed.

NB : Players can move ANY character, not only their hitman or targets !

MOVING A CHARACTER

A player can move any character on the board he/she wants, including policemen. To move a character, take it and put it on any other location tile.



KILLING A CHARACTER

Once per turn, a player may kill a character on the board:

A character can only be killed with the player's hitman.

The hitman must use one of the 3 authorized weapons to kill: the gun, the sniper rifle, or the knife (you can use any weapon at each killing).

The assassin must not being seen killing his target.

A hitman is seen if:

- He uses the gun or the sniper rifle when another character is on the same tile as his. If the hitman uses a the knife, he is not seen by the non-policeman characters on his tile (see killing with a the knife).
- A policeman is on the same tile than the assassin or an adjacent one, even if the assassin uses a Knife (see Policeman).

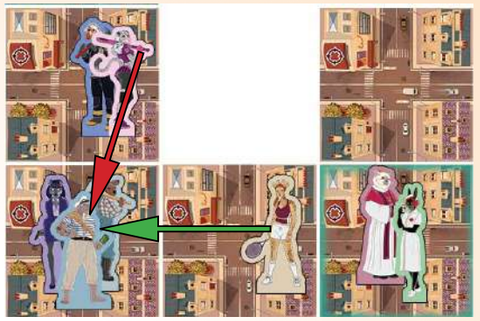
A character can be killed even if he's sharing his tile with another character.

There are 3 different ways to kill in the game:

The gun

The Gun allows an assassin to kill a character on a tile adjacent to his position. The assassin must be alone on his tile to use a Gun (First rule of 10' to kill :don't use your weapon in public !).

Example : (see picture on the right): if my hitman is the GIRAFFE, she can kill the WALRUS. She is adjacent to him and alone on her tile. However, if my hitman is the PANTHER, she cannot kill the WALRUS because she is not alone on her tile. She would be seen if she tries.

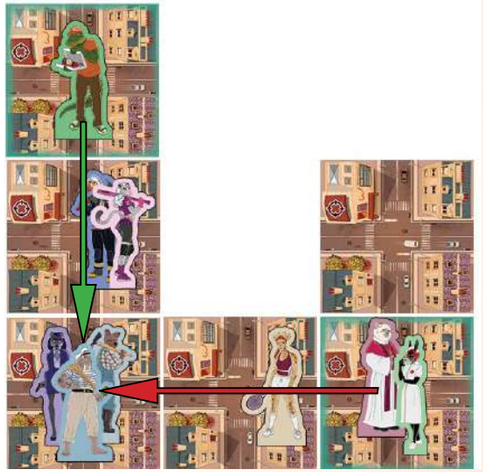


The sniper rifle

The sniper rifle allows a hitman to kill any character which is in a straight line, one of the 4 directions of the tile, diagonals do not count.

A hitman must be on a location tile with the "target" symbol to use a sniper rifle. The tiles with this symbol can be identified with their colored edges. The hitman must be alone on his tile to use a Sniper Rifle (Second rule of 10' to kill : don't use your weapon in public!).

Example : (see picture on the right): if my hitman is the CROCODILE, he can kill the WALRUS. The hitman is alone on his tile, the tile has the "eyepiece" symbol and the WALRUS is in a straight line with the CROCODILE. However, if my hitman is the CAT, he cannot kill the WALRUS because he is not alone on his tile, even if he is on a tile with the "eyepiece" symbol.



The knife

The Knife allows an assassin to kill any character on the same tile as his. Thanks to the stealth of this weapon, the Knife can be use even if there are other characters on the tile. The use of a Knife is unnoticeable by other characters but the policemen.

Example : (see picture on the right): if my assassin is the wolf, she can kill the WALRUS with the Knife because they are on the same tile. The rat doesn't see them.



When a player performs a kill, he takes the victim and says: “this character has been killed”. The player never says or reveals the character he/she used to do it or the way he/she used. Because keeping their assassin secret identities is an essential part of the game, players should try to kill with as many as suspects possible. But remember, an assassin can only kill someone if he/she is not seen by other characters or policemen!

CONSEQUENCES OF A KILL

When a character is killed, he is removed from the board and put in front of the player who killed him/her:

- If it is one of the player’s targets, the player reveals the matching character tile and places the killed target on it, standing.
- If it is not one of his targets, the player asks if it is another player’s hitman: if it is, the player who lost his hitman reveals his hitman tile and gives it to the player who killed it. The player places the character on it, lying. If not, the player keeps the killed character in front of him, standing. He will suffer negative points at the end of the game (see scoring).

NB : if another player accidentally kills one of your targets, you must reveal the corresponding tile but will not earn the corresponding prestige points. This is one less character for you to kill to end the game.



Then, all characters on the same tile as the victim flee the crime scene. To do so, the next player takes all the remaining characters on the tile and place them anywhere he wants on the board. Each of them must be placed on different tiles.

Then, the player takes a policeman from the side of the board and adds it to the game. The new policeman is placed on the tiles where the character was killed.

THE POLICE



Policemen can be moved as any other character in the game. Any player can move a policeman through the “move a character” action.

A policeman is a specific character that always witnesses killing on their tile and on adjacent ones (no diagonals), even if the hitman uses a knife!

Exemple : (see picture on the right): in this setup, the TIGER is the only character who can kill the KANGAROO. A player can kill the KANGAROO only if his hitman is the TIGER. But it wouldn’t be very wise since the TIGER would be the only possible suspect in that case…

INVESTIGATE A CHARACTER’S IDENTITY

A player can choose to investigate the identity of a character on the board. Identity checks are performed only by policemen. To check another player’s identity, the policeman must be on the same tile. The player who wishes to check someone’s identity selects a character on the same tile as a policeman and asks to a designated player: “is he your hitman?”

- If the character is the player’s hitman, he must reveal it. The player who has successfully checked the hitman takes the character and the matching tile and put them in front of him. The player who has lost his hitman still continues to play. He cannot kill anymore but may investigate character’s identity to identify other player’s hitman and win prestige points.
- If the character is not the player’s hitman, nothing happens. The player just loses an action.

In any circumstances, a player must reveal its target only when he has killed them. If a player checks a character’s identity and that is your target, you must not say anything. Additionally, if another player checks the identity of your hitman but designates another player, nothing happens, your hitman is safe for this time…

A player is never eliminated from the game. Even when he /she has lost his/her hitman, the player can still play and win by successfully checking the identity of others player’s hitman.

END OF THE GAME

The game ends when a player successfully eliminates his 3 targets (players finished the turn according to the first player position) OR when all assassins have been killed or discovered. When the game is over, players count their prestige points according to what they have in front of them.

The winner is the player with the most points. If there’s a tie, the player who lost his hitman last is the winner.

Player’s hitman still alive and not arrested by the police	2 pts
Each target killed	1 pt
Other player’s arrested hitman	1 pt
Other player’s killed hitman	3 pts
Innocent victims killed	- 1 pt
Policeman killed	- 1337 pts

A PIECE OF ADVICE

Mistakes may happen during first games. To avoid them, carefully check that you can effectively kill someone before doing so:

- Your assassin is alone on his tile if using Gun or Sniper Rifle.
- A policeman can't see the crime.

It is strongly advised to check every potential suspect of a killing when it's performed. This can help to avoid involuntary mistakes. If such a mistake occurs, the player who did wrong keeps the point earned from the killing but loses his assassin. His assassin is removed from the board as well as the matching character tile. He can keep playing with the policemen to control other player's assassins.

10 minutes to kill is short to play, you will catch up the next time.